

CRASH

BANDICOOT™

THE WRATH OF CORTÉX



EVERYONE
E
CONTENT RATED BY
ESRB



UNIVERSAL
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**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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GETTING STARTED

PLAYSTATION®2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Crash Bandicoot: The Wrath of Cortex™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate.

Follow the on-screen instructions and refer to this manual for information on using *Crash Bandicoot: The Wrath of Cortex™*.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

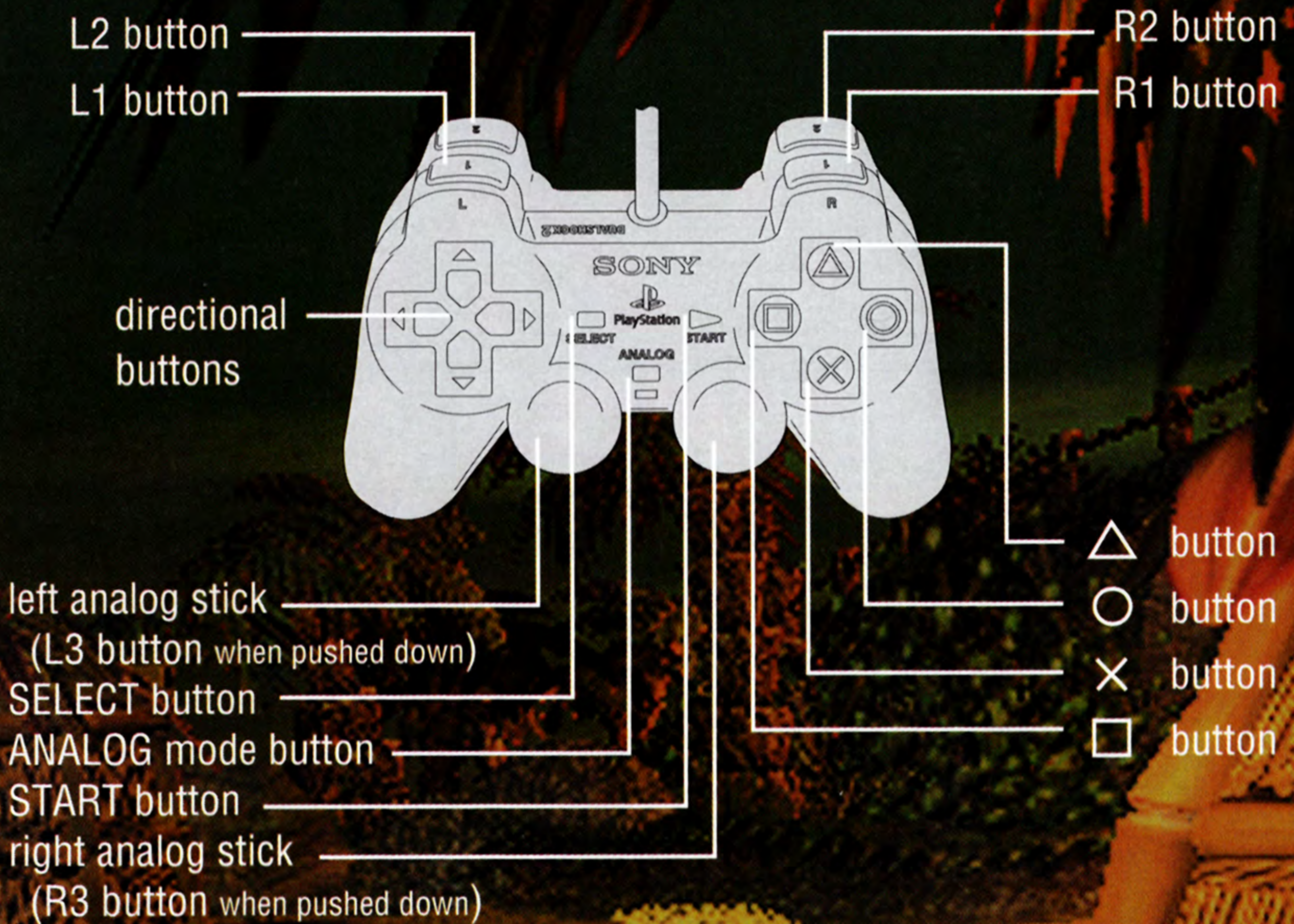
Crash Bandicoot: The Wrath of Cortex™ lets you save games at their current level of play onto a Memory Card (8MB) (for PlayStation®2), and resume play on previously saved games. A Memory Card (8MB) (for PlayStation®2) is required. Insert a Memory Card (8MB) (for PlayStation®2) into Memory Card slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a Memory Card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.



BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



START OR  BUTTON	Start Game/Begin Play
START BUTTON	Pause
DIRECTIONAL BUTTONS OR LEFT ANALOG STICK	Select Options

Controlling Crash and Coco

Directional Buttons or Left Analog Stick

- ↑ UP Move Forwards
- ↓ DOWN Move Backwards
- RIGHT Move Right
- ← LEFT Move Left
- △ BUTTON Show Status Panel
- × BUTTON Jump
- × + ○ BUTTON High Jump
- BUTTON Spin Crash/Coco's
Karate Kick
- or [R1] BUTTON Coco's Sweep Kick
- or [R1] BUTTON Crouch (not moving)
- HOLD ○ BUTTON THEN
MOVE ↑, ↓, →, or ← Crawl
- × + ○ or × + [R1] (in mid-air) Body Slam Crash/
Coco's Stomp
- or [R1] BUTTON WHILE
RUNNING ↑, ↓, →, or ← Slide
- + × or [R1] BUTTON + × WHILE
RUNNING ↑, ↓, →, or ← Super Slide High Jump



VEHICLE CONTROLS

(USE LEFT ANALOG STICK TO CONTROL DIRECTIONAL MOVEMENT)



Firefly

⊗ **BUTTON** – Hold ⊗ to lock onto enemies.
Release ⊗ to fire when lock-on is complete.

Glider / Space Fighter

⊗ **BUTTON** – Fire Cannon and Lasers
[R2] **BUTTON** – Barrell Roll Right
[L2] **BUTTON** – Barrell Roll Left



Copter-Pak

↑ **UP** – Moves Crash down
↓ **DOWN** – Moves Crash up
⊗ **BUTTON** – Moves Crash forward
⊙ **BUTTON** – Moves Crash backwards
◻ **BUTTON** – Spins Copter-Pak
← / → – Moves Crash left/right



Jeep

⊗ **BUTTON** – Accelerate



Coco's Scooter / Snowboard

⊗ **BUTTON** – Jump
⊙ **BUTTON** – Speed Boost

Sub

◻ **BUTTON** – Shoot Torpedoes
⊗ **BUTTON** – Release Depth Charge

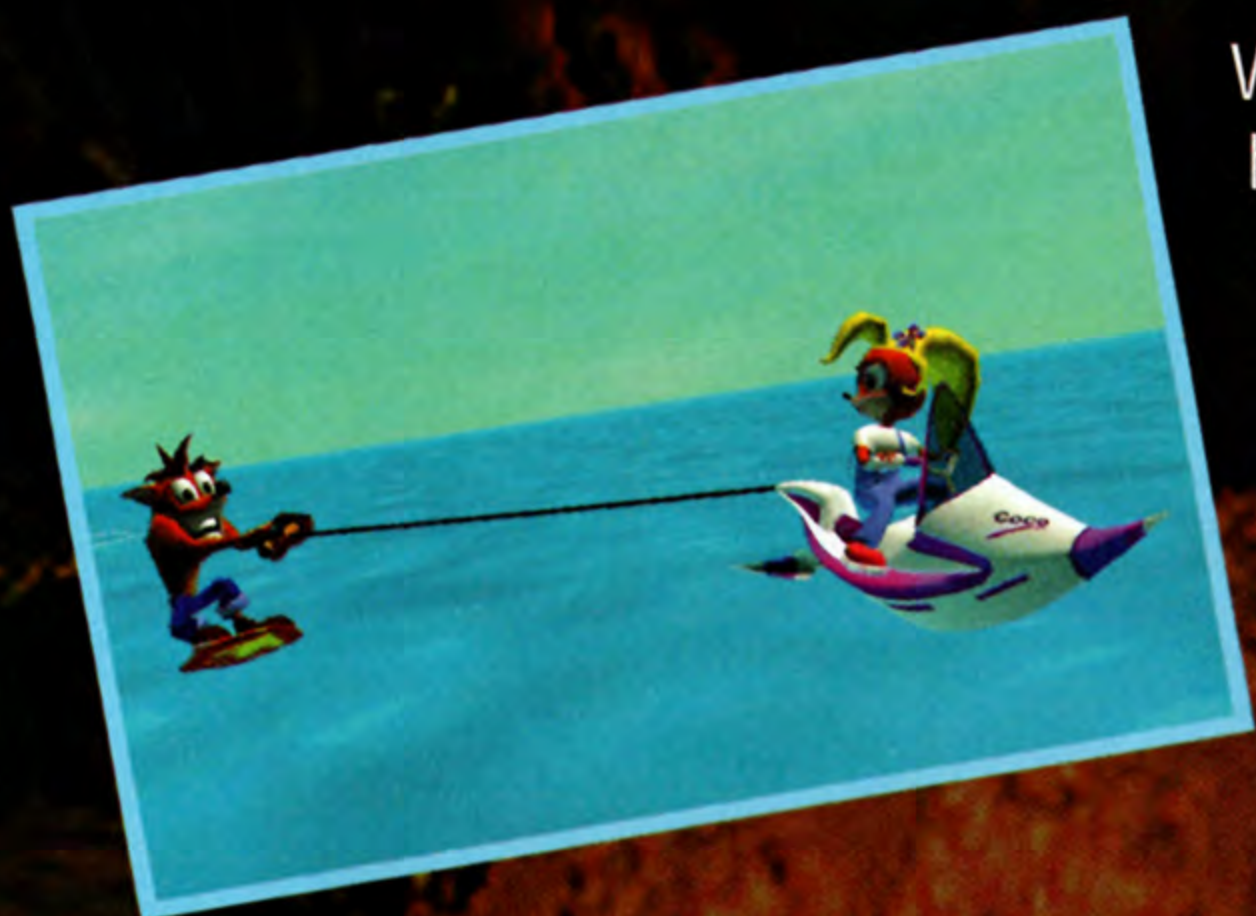


Mech

Directional Buttons – move/aim
bazooka/water cannon when active
⊗ **BUTTON** – Jump
⊙ **BUTTON** – Hold to activate bazooka/water cannon
and release to fire



WRATH IS A TERRIBLE THING TO WASTE!



When we last saw Crash Bandicoot he had just defeated Dr. Neo Cortex and Uka-Uka and was finally going to take some well-earned time off. So now here he is, with his super-smart sis, Coco, and friendly companion, Aku Aku, soaking up a few rays on the beach. But as we all know, diabolical evil always finds a way to ruin Crash's day.



Somewhere else in the galaxy, Uka Uka holds a "bad-guy convention" in a newly built space station. The attendees are Dingodile, N Tropy, Tiny, N. Gin and of course Dr. Neo Cortex. Uka Uka is furious, evil's productivity is way down and something has to be done. Luckily, over the past couple of years, Dr. Cortex has been working on a super-secret weapon that will surely crush Crash forever—a super-bandicoot named Crunch. Unfortunately, he needs more power to finish it. Uka tells the group of baddies a story:

...Several thousands of years ago the Ancient Ancestors fought a brave battle against the Elementals—a group of renegade masks who had control and power over the elements of Air, Earth, Fire and Water. Each mask reigned over a specific element and used these elements to ravage the globe. The Ancient Ancestors were able to imprison the Elementals through the use of special crystals that put them in a state of hibernation.





Uka Uka explains that if they can release these masks and harness their destructive power, Cortex can complete his super-secret weapon and rid themselves of Crash Bandicoot once and for all.

Back on Earth, all heck breaks loose.

A volcano erupts, showering the land with lava and charred rock. A tornado rages through the jungle and then a thundering earthquake shakes the Earth off of its hinges. Aku Aku knows something is very wrong here. He knows the Elementals have been unleashed on the world once again. The only way to put an end to the Elementals is to find the Elemental crystals that are scattered all across the Earth. Utilizing her brilliant technical savvy, Coco creates a Virtual Reality warp device that will take them to the different points on the globe to retrieve the crystals.



Can Crash and Coco brave the elements and destroy Crunch? Or will Cortex finally have his day in the sun?



PAUSING AND OPTIONS

PAUSE SCREEN

If Dr. Cortex's wrath is getting the better of you, you can pause at any time. On the Pause screen, check your progress through the game and set your game play options.



Player Name

Name of saved game

Options:

Choose between three options, Resume Game, Game Options, Return to the Warp Room


% Completed

Percentage of game completed

Crystals, Gems, Relics & Powers

Runs in a cycle, shows the number of collected items, total items found throughout the game, and any special powers in use

OPTIONS

To change or select game options from the Pause screen, press the Directional Buttons or Left Analog Stick to select an option and then to make adjustments. Press the  Button to confirm options.

Vibration ON/OFF

Turn Vibration ON or OFF.

Sound Option

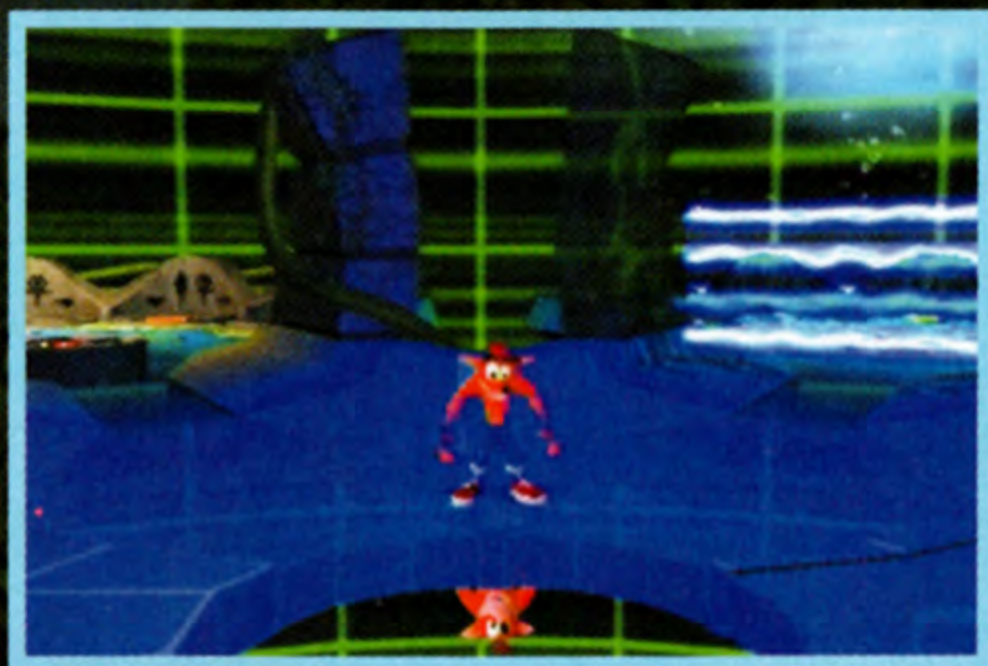
Select MONO or STEREO sound, and adjust the MUSIC and SOUND FX volume.

Adjust Screen

Adjust screen LEFT or Right.



HOW TO GO VIRTUALLY ANYWHERE



The Virtual Reality Hub System

Coco has created a Virtual Reality Hub System to aid you in finding all the crystals.



The VR Hub System

There are five VR Hubs.


Each VR Hub has five teleportation portals to different levels.

After completing all five levels, a sixth teleportation portal will appear, opening a portal to a Boss level.

Defeat Crunch and the Elemental at the end of each hub to unlock the next VR Hub.


LOADING AND SAVING

Saving a game

1. To save a game, walk up to the Load/Save terminal to activate it.
2. If you are saving a game for the first time, select a save slot to save your game into (there are 4 possible save slots).
3. Select the slot where you want your game saved and press the  Button.



Loading a game

1. To Load a Saved Game, walk up to the Load/Save terminal to activate it.
2. Select a previously saved game from the games available by pressing the  Button.



GEMS ARE A BANDICOOT'S BEST FRIEND



Wumpa Fruit

Collect 100 pieces of Wumpa Fruit and earn a free life (1-up).



Aku Aku (Witch Doctor Mask)

When possessing an Aku Aku Mask, Crash is shielded from one enemy's attack or contact. Collect three Aku Aku Masks to earn temporary invulnerability from all minor dangers.



Crystals

Crystals are the most important items in the game. Find all 25 Crystals (there's one hidden in every level except the Boss levels) to finish the game. In some levels you will win the Crystal at the end or after completing a specific challenge.

Gems

Gems are more difficult to find than Crystals, but well worth the effort.



There are two types of Gems:

Clear Gems are your reward for breaking all of the boxes in a level or for completing a secret area.

Colored gems are found in special levels and transport you to hidden areas.

Relics

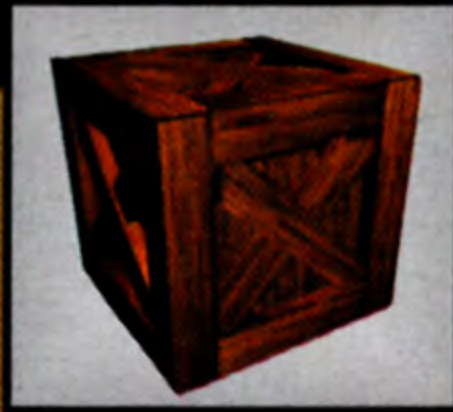
You can win Relics by re-entering the level after collecting the Crystal. You can play in Time Trial mode. If you beat the level under the pre-designated time (shown before you enter the level), you will be rewarded with a Sapphire, Gold, or Platinum Relic. (See "Time Trial" for details.)

The first five Relics you receive will open up a secret level. You must go through these secret levels to get 100% completion of the game.



Crate Balls of Fire!

It's all about the crates! Smash the boxes open to get at all the secret goodness inside, like Wumpa fruit or 1-Ups. But not all crates are nicey nicey, so be careful!



Crate

This is your everyday, garden-variety box. Crack these open to get at those delicious Wumpa fruit.

Bouncy Box

Always good for a boost to reach those high areas, not to mention all the fruit they give if you keep jumping on them. Spinning them will leave you with nothing!



Surprise Box

You never know what you'll find—there's a surprise in every box.

Aku Aku Box

I hear ya knockin' so I'm gonna let ya out! Smash these crates to release the Aku Aku spirit. He will aid Crash and Coco by protecting them. Collect 1 mask for one hit point, 2 masks for two hit points, and 3 masks for temporary invincibility.



Checkpoint Crate

Busting these crates open will allow you to restart from that point if you happen to lose a life, instead of restarting at the beginning of the level.

Crash Crate

An extra life in every box! On levels with Coco these crates will be replaced with Coco Crates.



TNT Crate

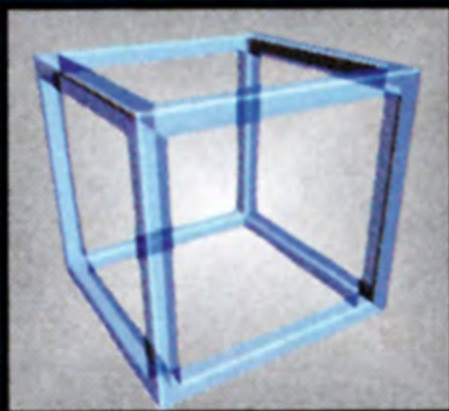
Hop on these to trigger the 3-second delay fuse. Stand clear before they blow! Careful not to spin these or...**BLAMMO!**



Slot Box

Watch them change faster and faster. Spin them to win your prize. But act fast as they will quickly turn into an unbreakable iron crate.





Outline Box

These strange boxes appear only if the Switch Box hidden in that level is activated.

Switch Box

Hit these to turn on those silly Outline Boxes.



Nitro Crate

Caution should be used when close to these highly volatile boxes. Many a bandicoot has been vaporized by these green meanies.

Nitro Switch Box

Smacking these will detonate every Nitro Crate in the level.



Spring Crate

Jump on these wooden crates to give you that extra height on jumps.

Iron Spring Crate

These hard-to-reach crates will spring you to those hard to reach places.



Steel Crates

These are stronger than your average crate. Try some of Crash's or Coco's other moves to crack these bad boys open.

Time Box

Found only in Time Trial Mode, these boxes will freeze the timer for the number of seconds listed on the side.



Invisibility Crate

When spun, Crash becomes invisible for a limited time. On the screen you'll appear as an outline of Crash. Note: Certain objects may not detect you if you are invisible.

TIME TRIAL

Fastest Marsupial Gets a Prize



Time Trial

After you finish a level the first time, race through it again in Time Trial mode. You can win a Sapphire, Gold, or Platinum Relic depending on how fast you go.

Sapphires and Gold relics are easy to win; but Platinum means you really “hailed bandicoot.” (Total 30 Relics)

To Make a Time Trial Run:



The pre-designated time appears in the virtual display when standing next to the level portal. This is the time you must beat.

Touch the stopwatch near the beginning of a level to activate the timer; otherwise you'll play the level in regular mode.



Speed through the level as fast as you can. When you break a box with a number on it, the clock freezes for that amount of time.

In Trial mode you do not lose lives, so play through as many times as you like. When you finish the level, the Name screen appears so you can register your best time.



NEW POWERS

Each time you defeat a Boss, a new power is yours for the rest of the game.



Tip Toe
[L2] Button



Super Double Jump

⊗ + ⊗ Buttons (at the top of the first jump)



Death Tornado

□ Button (tap repeatedly)



Crash Dash

Left Analog Stick or Directional Buttons + [R2]



Bazooka

[L1] + ⊙ Buttons (hold [L1] then press the ⊙ Button to fire)

SO YOU THINK YOU HAVE WHAT IT TAKES...

THE BARE MINIMUM

Just make it through all the levels. When you've collected all 25 Crystals and defeated Dr. Cortex and Crunch, you win.

DO IT ALL

You can go through a level without getting 100% of the collectibles it holds, BUT to win the real prize of this elemental world, scour each Warp Portal and dig up everything there is in each level—including the secret areas.



Go for It, Champ!


You begin the game with four lives for Crash and Coco.

To earn more lives: Collect 100 Wumpa Fruits. Break open a Crash Crate and collect a Crash 1-UP.

If you run out of lives, the game is over. To continue, select YES and press the  **Button**.

Keep an eye out for Bonus platforms and Death Routes in any level. Jump onto them to fly to a special bonus area. Run through the maze, grabbing everything that isn't tacked down. Once you complete a bonus area, you can't play it again.

The Status Panel

Press the  **Button** during game play to display the Status Panel and check on your progress.

Boxes opened, and the total number for the level.

Wumpa Fruit collected



Crash lives remaining.



OUR HEROES AND HEROINE



Crash Bandicoot

Taken from his jungle paradise and subjected to Dr. Neo Cortex's Evolve-Ray, Crash was the pinnacle of Cortex's genetic manipulation. But as fate would have it, Crash was thrown out like garbage by Cortex for being a nice guy. Crash spends his time these days sunning himself by the seaside, and is called upon from time to time to thwart any World Domination plans Dr. Neo Cortex might have in the works. Can Crash do it again?

Coco Bandicoot

Coco, Crash's little sister, was also snatched from the jungle and genetically enhanced by Cortex. She is a super-smart computer expert, with a love of Hong Kong martial art movies, and one heck of a scooter rider! She's always there to back her big bro up, and not afraid to mix it up herself.



Aku Aku

A kindly omnipotent witch doctor mask, Aku Aku guides and aids Crash and Coco in stopping Cortex's and Uka Uka's devious plans.

DR. NEO CORTEX AND HIS BADDIES



Crunch

Cortex's most radical weapon yet created, Crunch is a perfectly tuned Super-Bandicoot! A bionic brute, he has been genetically created for one reason and one reason alone:

DESTROY CRASH BANDICOOT!



Tiny the Tiger

Tiny is a hulking ferocious beast, who some believe may have been Dr. Cortex's first foray into genetic alteration. Don't let his size fool you; Tiny may be muscle-bound, but he certainly isn't a dimwitted buffoon.

Dingodile

Another freak of nature created by Cortex in his pursuit of the perfect genetic warrior. Dingodile, is a half dingo-half crocodile monstrosity who enjoys reading Shakespeare, playing croquet, and roasting orange marsupials with his flamethrower.

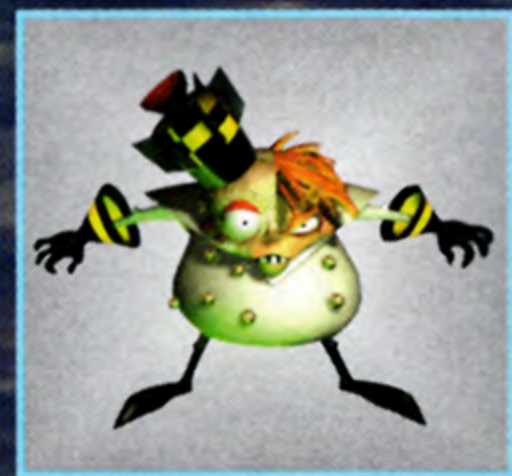


Dr. N. (Nefarious) Tropy

Known for his diabolical work in quantum warp technology and his Time Twister device, Dr. N. Tropy can usually be found disturbing the temporal flow by creating time paradoxes just for laughs.

Dr. N. Gin

Half man, half machine, with half a missile sticking out of his head, Dr. N. Gin, Cortex's right-hand man, is a scientific genius in robotics and cybernetics.



Uka Uka

The evil twin mask of Aku Aku, Uka Uka is the controlling force behind Cortex's obsession with conquering the world.



ELEMENTAL MASKS

Elementary, My Dear Bandicoot



Rok-Ko

Quick to anger with a head full of rocks, Rok-Ko is the elemental mask of Earth. He controls such earthly forces as earthquakes and landslides to name a few.



Wa-Wa

Out to flush the world clean and rebuild it as he remembers it, this stick-in-the-mud puddle is the elemental mask of Water.



Lo-Lo

This crazy joker could be a real blast at a party if he didn't always blow the house down! Lo-Lo is the elemental mask of Air and has dominion over the forces of wind.

Py-Ro

The strongest and the most evil of the ancient elemental masks, Py-Ro controls the element of fire. His temper is known to go off like a volcano when perturbed.



Like the Game So Far?

Then log onto www.wrathofcortex.com now and check out some cool things that Crash and his friends are up to, including:

Screenshots
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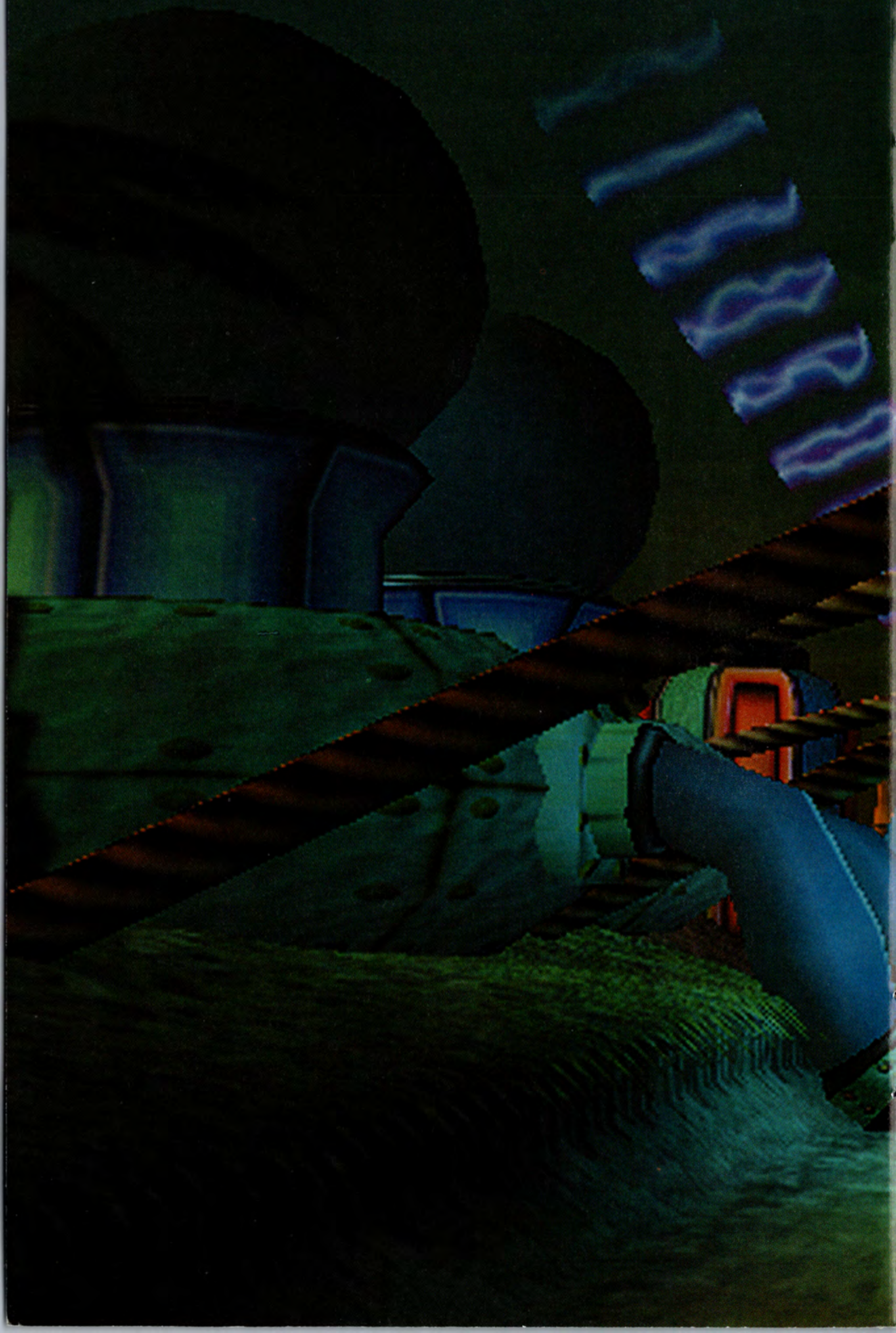
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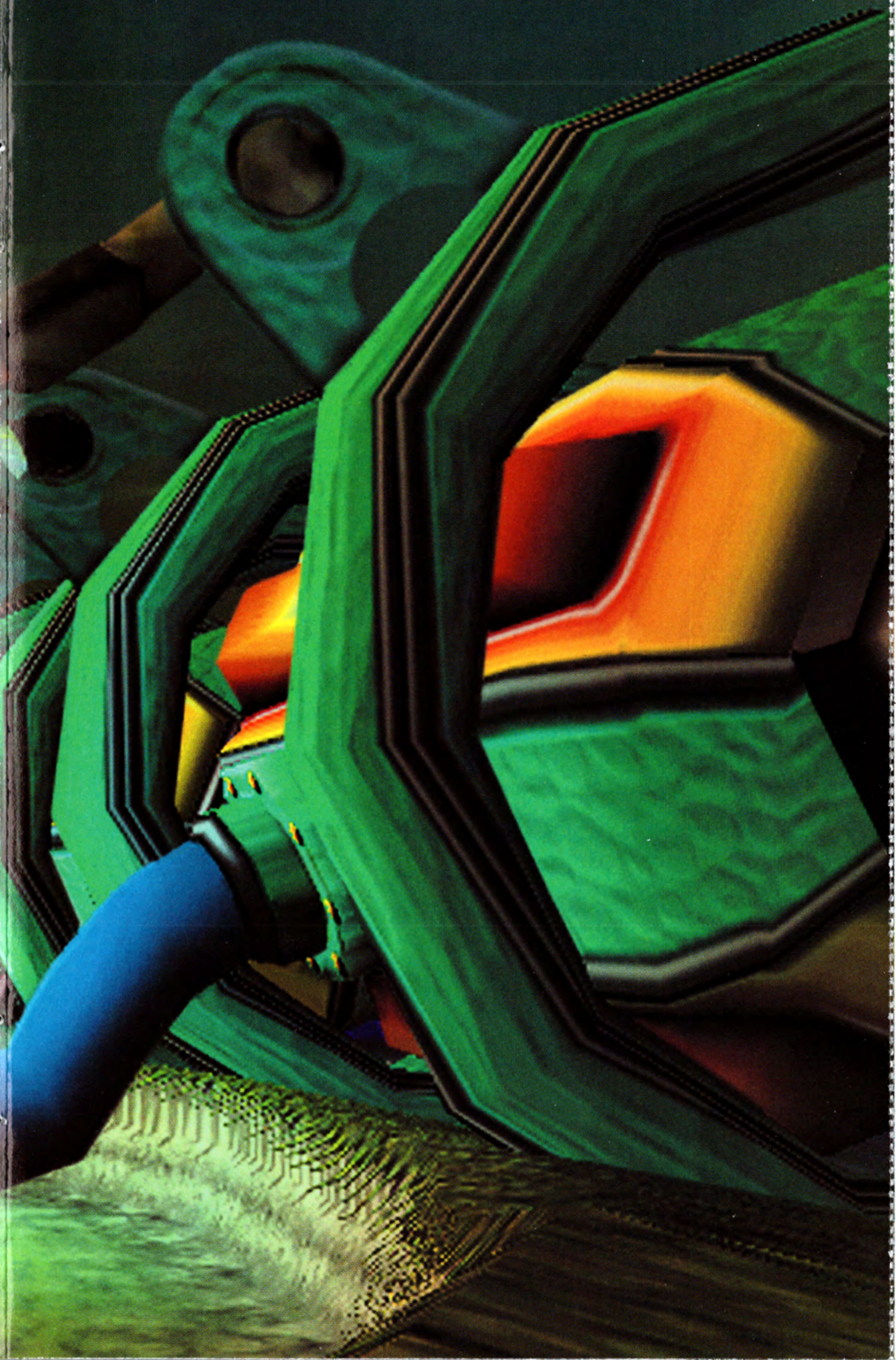
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NOTES

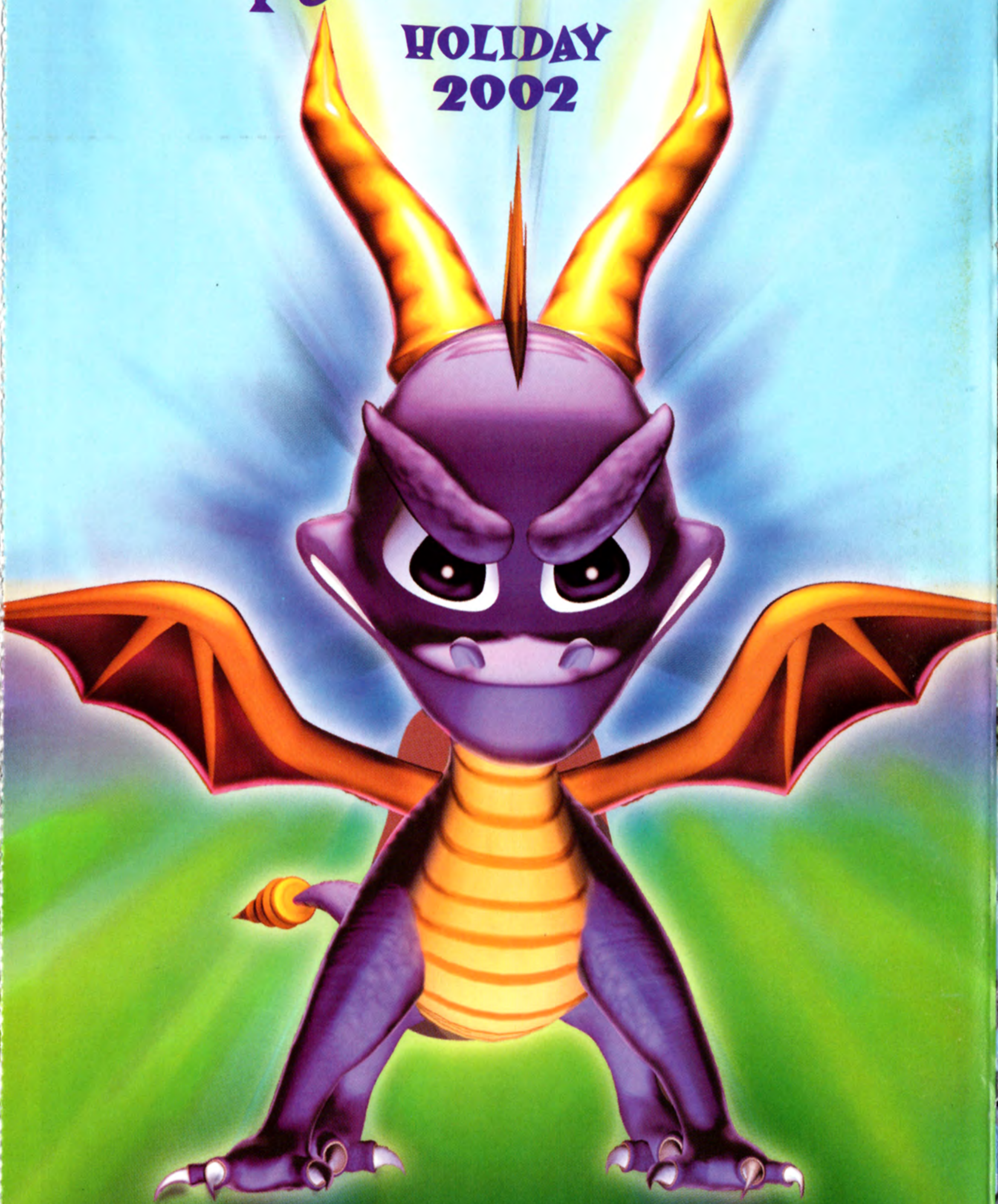


NOTES



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